

DREAM HUNTER

A HUNTER IS A HUNTER, EVEN IN A DREAM.

— Hunter Proverb

From cathedral to gutter, beasts stalk the night - maddened, twisted, and terrifying. The people of Yharnam huddle behind barred doors and crimson rites, praying the hunt will pass them by. But you are no stranger to nightmare - you walk through it.

You are a **Hunter**, forged by blood and bound to the Dream. You are not a soldier, not a priest, not a savior. You are a blade against the dark - a willing martyr, a mad survivor, or something far stranger. Where others flee the curse, you shoulder it. You wield trick weapons forged to tear through the monstrous hordes. You master firearms, bloodcraft, and rites long abandoned or forbidden. And most terrifying of all, you walk the line between man and beast...or perhaps have already crossed it.

Whether driven by duty, vengeance, faith, or something nameless in your blood, The Hunt calls. And the Dream will always answer.

A LIFE LIVED IN TWILIGHT

Hunters are not unknown to Yharnam or its surrounding regions. For far longer than the Scourge of Beasts has existed, there have been those who stalk the hidden corners of the world, traveling to its damp and distant places to hunt what others fear. These early hunters built secret workshops and formed covenants - some noble, some terrible.

But it was not until recently that they began to Dream.

Hunters who are bound to the Dream all bear a mark: an encounter with something unnatural. A whisper in a cathedral. A beast's howl beneath the floorboards. A ritual gone wrong. The Dream finds you when you are on the edge—and marks you with a sacred pact of blood. Once bound, your soul no longer walks with the rest of mankind. You do not die like others. You do not dream like others. You are Dreambound, cursed to wake again and again until your purpose is complete.

Yet, all Dreambound hunters yearn for freedom. Legends speak of hunters who severed their ties and woke into a world no longer touched by nightmare. Life after the Dream is possible. But there is no life after the Hunt.

Not all hunters walk the Dream. Some remain in the waking world, forever mortal. But it is the Dreambound who face the truth—and suffer it.



THE DREAM HUNTER

Level	Proficiency Bonus	Features
1st	+2	Unarmored Defense, Call of the Dream, Quicksilver
2nd	+2	Caryll Runes, Blood Ministration
3rd	+2	Hunter's Covenant
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Parry
7th	+3	Covenant Feature
8th	+3	Ability Score Improvement, Blood Ministration Upgrade
9th	+4	Bloodletter Precision
10th	+4	Covenant Feature
11th	+4	Visceral Attack
12th	+4	Ability Score Improvement
13th	+5	Insight Threshold
14th	+5	Blood Rapture
15th	+5	Covenant Feature
16th	+5	Ability Score Improvement
17th	+6	Empowered Blood Vials
18th	+6	Covenant Feature
19th	+6	Ability Score Improvement
20th	+6	Nightmare Slain

CREATING A HUNTER

When creating a Hunter, consider what first drew you toward partaking in Blood Ministration - part of the pact that unknowingly linked you to the Dream. Was it a deal? An experiment? A disease? What memory clings to your waking mind - the name of someone you failed, the face of the first beast you encountered, or a fragment of knowledge you yearn to understand?

Has the Dream awakened some deeper instinct from within yourself? Do you remember much of your past, or nothing at all? How do you feel about your current connection to the dream? What knowledge of Yharnam do you already have?

CLASS FEATURES

As a hunter, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 + your Constitution Modifier

PROFICIENCIES

Armor: Light Armor, Medium Armor

Weapons: Trick Weapons, Quicksilver Firearms

Tools: Hunter's Tools

Saving Throws: Strength, Dexterity

SKILLS

Choose two from Arcana, Athletics, Acrobatics, History, Religion, Insight, Investigation, Medicine, Perception and Survival

EQUIPMENT

You start with the following:

- A simple Trick Weapon
- A simple Quicksilver Firearm
- (a) Leather armor or (b) sturdy clothes and an explorer's pack



UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier

QUICKSILVER

All hunters are trained in the creation and use of **quicksilver bullets**, forged from their own blood and bonded to their weapons. These bullets are not ordinary ammunition - they are extensions of the hunter's will and essence, capable of wounding both physical and eldritch foes. Quicksilver bullets are used only by specialized hunter firearms called Quicksilver Firearms, and certain arcane tools that may be discovered throughout your journey.

BULLET RESERVES

You can carry a maximum number of quicksilver bullets based on your Hunter level.

Levels	Quicksilver Bullet Max	Short Rest Recovery
1-4	10	2
5-9	15	3
10-14	20	4
15-17	25	5
18-20	30	6

BULLET RECOVERY

You regain 2 bullets at the end of a short rest. Your short rest recovery increases with your Hunter level. You regain all bullets at the end of a long rest.

CREATE BULLETS

As an action, you may sacrifice 1d8 hit points to create 5 quicksilver bullets, up to your maximum number of bullets.

CALL OF THE DREAM

As a Hunter, your soul is tethered to the Hunter's Dream, a plane suspended between death and waking. This mysterious bond prevents true death, but does not come without price.

DREAMBOUND

When you are reduced to 0 hit points and fail your death saving throws you do not die. Instead:

- Your soul is drawn into the **Hunter's Dream**, and your body becomes unconscious in the waking world. It cannot be healed or stabilized while your soul is absent, but does not decay.
- You remain in the Dream until the next sunrise in the waking world.
- Upon return, you awaken with 1 hit point and gain 1 level of exhaustion.
- Your death saves reset upon returning.
- It is possible for your body to be killed permanently by disintegration, incineration, or other irreversible destruction.

MEDITATIVE RETURN

You may enter the Dream voluntarily as part of a 5-minute ritual of focused meditation. Your body will become unconscious and helpless in the waking world, so ensure you are in a safe, quiet location to perform this ritual. You may remain in the Dream for up to 1 hour, or may return early as a bonus action. You can perform this meditation once per long rest. Time works differently in the Dream - the DM may randomly determine how much time has truly passed.

ELDRITCH INSIGHTS

Whenever you are in the Hunter's Dream (Meditative Return or Dreambound), you may:

- Ask one check-free question of each distinct being in the Dream.

- Ask one check-free question directly to the DM, representing cryptic insight granted by prophetic memory or residual insight from your last death.

DREAM QUESTIONS

A hunter's link to the Dream and the covenant they choose will always grant a particular flavor to the knowledge and understanding of the universe they can gain. Answers to questions can be tainted by madness, clarity, mystery, or, revelation - never simply facts. Even the truth may sound strange in the Dream.

FADING MEMORY

There is no failsafe way to ensure that we all remember our Dreams. Each time a Hunter returns from the Dream, the DM rolls a d100 to determine how clearly the Hunter's experience remains in memory.

CARYLL RUNES

Runesmith Caryll of Bygenwerth stared too long into the stars...and the stars began to whisper back. In those whispers, she discerned the structure of an inhuman language etched not in ink, but in memory. As first Runesmith of Byrgenwerth, her runes have been preserved, translated, and inscribed by individuals who seek power beyond the waking world.

At 2nd level, you gain the ability to attune to these runes, embedding them within your mind through meditative ritual or in the Hunter's Dream. Each rune bestows unique benefits.

RUNE ATTUNEMENT

You may attune a number of Caryll Runes based on your Hunter level, as shown:

CHARACTER ADVANCEMENT

Level	Runes
2	1
9	2
17	3

EQUIPPING AND CHANGING RUNES

You may change your attuned runes freely while in the Hunter's Dream via **Meditative Return**.

In the waking world, changing runes requires you to be in a special altar or ritual site, and at least 1 hour of uninterrupted focus. It is possible for this ritual to fail.

BLOOD MINISTRATION

Starting at 2nd level, you learn to perform the ancient craft of **Blood Ministration** upon yourself, allowing you to extract and refine blood from your own body into potent healing vials. This ritual is slow and taxing, but its results are uniquely tailored to your blood and your bond to the Dream.

- **Once per long rest**, you may spend one hour to extract and refine three blood vials from yourself.
- These blood vials can only be used by you, and lose their potency after 24 hours.
- As a bonus action, you may consume a vial to restore 1d6 hit points.

BLOOD MINISTRATION UPGRADE

As your mastery of ministration continues, so too does your efficiency. At level 8, you can create 4 blood vials per long rest.

EMPOWERED BLOOD VIALS

Your blood will eventually grow potent from countless hunts and Dreams. At level 17:

- Your personal blood vials now heal 2d6 hit points
- When you consume a Blood Vial while below half your hit point maximum, you gain resistance to all damage until the start of your next turn.



HUNTER'S COVENANT

At 3rd level, you inscribe special Oath Rune into your memory, binding yourself to a **Hunter Covenant**. These sacred lineages shape your path, granting you unique powers, rites, and philosophies drawn from hunters across ages - some ancient, some newly forged.

Your covenant defines how you fight, what you protect,

and what you're willing to sacrifice.

Choose one of the following covenants: **Beast's Embrace, Corruption, Hunter of Hunters, Milkweed, Radiance, or Impurity**. You gain the features of your chosen covenant. Once chosen, this oath cannot be changed without powerful eldritch resonance or narrative intervention.

ABILITY SCORE IMPROVEMENT

At level 4, and again at levels 8, 12, 16, and 19, you can increase one ability score of your choice by 2, or two scores of your choice by 1. You cannot increase a score above 20 with this feature. You may instead choose a **Feat** in place of this improvement.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

PARRY

At 6th level, your reflexes have sharpened to the point that you can deflect an enemy's strike with lethal precision.

When a creature you can see makes a melee attack against you, and you are wielding a weapon in at least one hand, you can choose to use your reaction to expend 1 Quicksilver Bullet and add your proficiency bonus to your AC for that attack. If this causes the attack to miss, you may immediately make one weapon attack with the weapon used to parry as part of the same reaction.

BLOODLETTER PRECISION

At 9th level, you have learned to exploit the smallest hesitation in your foe's movement. Once per turn, when you hit a creature with a melee weapon attack, you deal bonus damage equal to your wisdom modifier. If the creature is below its hit point maximum, the bonus damage is necrotic.

VISCERAL ATTACK

At 11th level, you have learned to turn your parry attacks into devastation rather than defense. When you make a weapon attack from your Parry feature, you have advantage on the attack roll. If this attack is a critical hit, you roll one additional weapon damage die when determining its damage.

INSIGHT THRESHOLD

At 13th level, your repeated contact with the Dream and its denizens has unmoored your mind in subtle ways. Choose one of the following permanent effects:

- **Dream Clarity:** Gain advantage on one Intelligence, Wisdom, or Charisma saving throw per long rest.

- **Madman's Revelation:** Once per long rest, you may ask a second question to one being while in the Dream.
- **Sliver of Truth:** You permanently gain +1 to passive perception and Investigation, and cannot be surprised.

BLOOD RAPTURE

At 14th level, you can bathe in the raw euphoria of the warmth of blood sprayed from the savage wounds you inflict on your enemies. When you perform a Visceral Attack as a result of a Parry on a creature, you gain temporary hit points equal to half the damage dealt (rounded down).

ECHO AFTER ECHO

At 19th level, you refuse to allow your enemies to destroy you. When you are reduced to 0 hit points, you may unleash a final act of defiance before you fall unconscious.

As a reaction, you may immediately perform a Visceral Attack against a creature within melee range. If the attack reduces the target to 0 HP, you return to 1 HP and do not fall unconscious. You may use this feature once per long rest.

NIGHTMARE SLAIN

At 20th level, you have unlocked the eldritch Truth that lies at the heart of Yharnam. Your link to the Hunter's Dream can be severed on your next visit. Your mind is now able to resemble calm waters and you receive the benefits of a long rest with a short rest.

HUNTER COVENANTS

In her efforts to transcribe the cosmos, Runesmith Caryl discovered or found many runes. However, the most powerful of those discovered and created are the Oath Runes.

Even before the Church sanctified the Hunt, hunters swore oaths in blood and shadow. These covenants are more than factions - they are enduring pacts, etched into the soul, passed from hunter to hunter through runes, rites, and ritual.

Some covenants may trace their origins to ancient orders, others to recent events, born of desperation, heresy, or revelation. What binds them all is purpose and the price paid for it.

To join a covenant is to inscribe its Oath Rune into your mind, branding yourself with its path. It will shape your instincts, gift you strange talents, and draw you ever deeper into the truth your covenant holds dear.

BEAST'S EMBRACE



"The rune of the beasts speaks not of savagery, but of instinct. Embrace it gently, lest you lose yourself."

Those who follow the path of the Embrace walk a delicate line between being the hunter and the hunted. Rather than deny their nature, they accept that something primal sleeps within the soul - something bestial, ancient, and dangerous. The Healing Church disdains this philosophy and calls it heretical. But for some, the call of the blood cannot be denied.

The Beast's Embrace rune awakens a hunter's dormant instincts. Those who bear this rune find themselves growing more powerful, but also more difficult to control. Their journey is not one of domination, but of balance - between wisdom and wrath, between man and monster.

GENTLE EMBRACE

When you take the embrace, you begin to borrow the strength found within your deepest primal instincts. At level 3, when not wearing heavy or medium armor, you gain the following benefits:

- +1 to AC
- Darkvision out to 60 ft (or + 30 ft if you already have Darkvision)
- **Feral Clarity:** Once per short rest, you may reroll a failed Wisdom saving throw
- **Scent for Blood:** You have advantage on Wisdom (Survival) checks to track creatures by scent or blood.

FERAL AWAKENING

At Level 7, you are awakened to ferocious abilities that are fueled by special dice called feral dice. These abilities are detailed later in this section under **Feral Awakenings**.

Feral Dice. You gain 4 feral dice, which are d8s. A feral die is expended when you use it. You regain half of your expended dice on a short rest, and all of them on a long rest. At level 10, your feral dice become d10s. At level 18, they become d12s.

Saving Throws. Some of your awakenings require your target to make a saving throw to resist your boons effects. The saving throw is calculated as follows: 8 + your proficiency bonus + your strength modifier.

Baser Instincts. Tapping into the primal nature inside you runs the risk of losing yourself. You will struggle to keep your strength. Every time you expend a feral die, you must succeed on a Wisdom saving throw or suffer 1 level of exhaustion. The DC is determined by your level.

BASER INSTINCT DC TABLE

Level	DC
7-9	10 + number rolled on used feral die
10-14	12 + number rolled on used feral die
15-17	13 + number rolled on used feral die
18-20	14 + number rolled on used feral die

BEAST'S FORTITUDE

At level 10, your body begins to reflect your inner transformation. While below half your maximum HP, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

CORNERED BEAST

At Level 15, your ferocity prepares you for any encounter. When you roll initiative and have no remaining feral dice, you regain 1.

BEAST TRAIT

At Level 15, you evolve in new ways as you become more in tune with your baser self.

Choose one **Beast Trait** to define your personal evolution:

- **Savage Momentum.** After reducing a creature to 0 HP, you may move up to half your speed and make one additional melee attack.
- **Feral Sense.** You gain blindsight out to 10 ft and cannot be surprised while conscious.
- **Thick Hide.** Your AC increases by +1 when not wearing heavy or medium armor, or using a shield.

BLOODLUST

At level 18, while at or below half HP, you enter a heightened feral state.

- Your melee weapon attacks deal an additional 1d4 slashing damage.
- When a creature within 5 feet of you damages you, you may use your reaction to make a melee weapon attack against them.
- At the start of your turn, you gain temporary HP equal to your Wisdom modifier (minimum of 1).

THE FINAL EMBRACE

At level 18, you have fully embraced and become one with your inner primal nature. You no longer require sleep and become immune to the frightened condition. Once per long rest, if you are reduced to 0 HP, you may instead drop to 1 HP and immediately activate **Bloodlust** (if not already active).

FERAL AWAKENINGS

BEAST ROAR

Expend one feral die to unleash a roar as an action. All creatures within 5 ft must make a Dexterity saving throw. On a failed save, they take psychic damage equal to 1d8 + the feral die, and are knocked back 10 ft if large or smaller. On success, they take half damage and are not moved. Damage increases to 2d8 at 10th level, 3d8 at 15th, and 4d8 at 18th.

BLOOD RAGE

Expend one feral die as a bonus action. Gain +10 ft movement for one minute and gain temporary HP equal to the result of the feral die + your wisdom modifier.

POUNCE

When you move at least 15 ft straight toward a creature and hit with a melee weapon attack, you can expend one feral die to add it to the attack roll. If target is large or smaller, it must succeed on a Strength saving throw or be knocked prone, and you may make one bonus melee attack.

RECKLESS FLURRY

As a bonus action, expend one feral die to gain one extra melee weapon attack this turn. Add the feral die to one of your attack's damage rolls. Attack rolls against you have advantage until your next turn.

CORRUPTION



"To dance with death is to embrace the blood - but never become the beast."

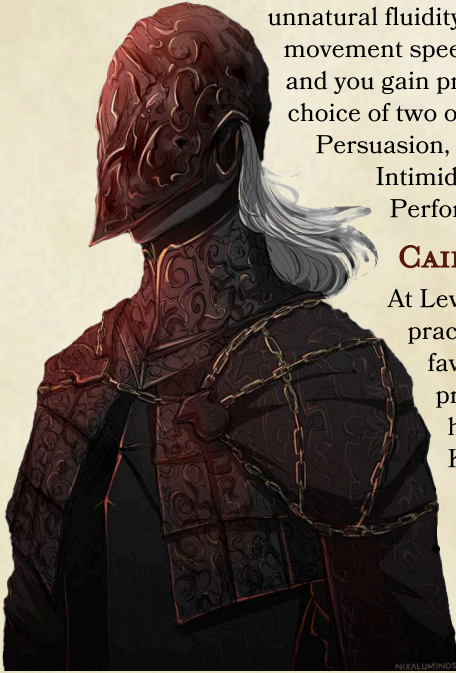
Several runes contain a nuance of 'Blood', but none more so than the rune of Corruption, closely linked to the oath of the vile. Those who follow this path walk a razor's edge between grace and ruin. Inspired by the blood duelists of Cainhurst, these hunters use elegance and agility to keep their minds - while drawing upon the forbidden power of corrupted blood to strike with

brutal finesse.

Though the Healing church considers such blood arts heretical, those who swear themselves to the legacy of the Cainhurst Bloodlines do so with pride. Few understand that true elegance is not about restraint - it's about knowing exactly how much of yourself to sacrifice.

SANGUINE ELEGANCE

When you take this rune at 3rd level, you move with unnatural fluidity and presence. Your movement speed increases by 10 ft and you gain proficiency in your choice of two of the following skills: Persuasion, Deception, Intimidation, or Performance.



CAINHURST DUELIST

At Level 3, you begin practicing one of the favored dueling practices developed in honor of the Cainhurst Knights. Choose one of the following:

No Quarter. When a creature misses you with a melee attack, you can immediately make a melee

weapon attack against them as a reaction.

- **Parting Glass.** When you hit a creature with a melee weapon attack, opportunity attacks against you have disadvantage until the start of your next turn.
- **Harvest Dregs.** Once per encounter, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Hunter level + your Dexterity modifier.

BLOOD DANCE

At level 7, your reflexes sharpen and you are able to enter a state of supernatural blood-quickened clarity known as a **Blood Dance** once per short rest. When in a Blood Dance:

- Your movement speed increases by an additional 10 feet
- You have advantage on Dexterity saving throws
- When you are hit by a melee or ranged attack, you may immediately move 5 feet without provoking opportunity attacks. If the hit is a critical hit, this distance increases to 10 ft. The movement does not count against your movement for the turn.

BLOODTINGE

At 10th level, you have begun to unlock the legacy of the Cainhurst Vilebloods. When you hit a creature with a weapon attack, you can choose to steep the attack in your own blood. The attack deals an additional 1d8 necrotic damage, and you take 1d4 necrotic damage in return. This damage to yourself cannot be reduced or avoided in any way. The damage to your enemy reduces their maximum HP. You can use Bloodtinge a number of times equal to your proficiency bonus per long rest. Both damage effects scale with leveling.

BLOODTINGE SCALING

Level	Damage Die	Bloodtinge
10-14	1d4 to self	1d8
15-17	1d6 to self	2d8
18-20	1d8 to self	3d8

DUELIST'S REDOUBT

At level 15, you gain one of the following masteries, reflecting a peak of Cainhurst dueling forms:

Evasion. When you make a Dexterity saving throw against an effect that allows half damage on a success, you take no damage on a success, and half damage on a failure.

Uncanny Dodge. When a creature you see hits you with an attack, you may use your reaction to halve the damage.

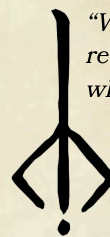
Enhanced Blood Dance. You can now enter a Blood Dance twice per long rest. While in blood dance, the first attack you make after transforming your trick weapon is made with advantage.

CAINHURST FEINT

At level 18, you become lethal when near death. While at or below half your maximum HP, you gain +2 AC and advantage on all weapon attack rolls. Additionally, while conscious, critical hits against you are treated as normal hits.

HUNTER OF HUNTERS

"We are not saviors, but judges. Not rescuers, but reckoners. It is not evil, but it can be a mercy. We do what must be done."



The Hunters of Hunters are a rare and solemn covenant - tasked with purging other Hunters who have strayed too far into madness, become deranged by disease, or fallen to bloodlust. They may not always take joy in this calling, but they carry it without hesitation. Unlike the Healing Church's Executioners, or the Moon's bloodthirsty mobs, a Hunter of Hunters will act with mercy, clarity, and above all, restraint. They do not kill for glory - but to protect the duty of a Hunter itself. To accept this oath is to accept

a lonely, sacred burden. To strike down one's own is a punishing task, even if it is part of an ongoing calling to purge the world of those who have become corrupt and lost. They do not relish this duty, but they do not hesitate.

Crow's Sight

At level 3, you are granted an instinctual ability to track and hone in on your target's weaknesses. When you hit a creature with an attack, you may mark it as a bonus action, burning its image into your mind. While marked, your first attack each turn against that creature has advantage. The mark lasts for one minute or until you lose concentration. You may mark a number of creatures equal to your Wisdom modifier per long rest.

Bones of Old Hunters

At level 3, you learn the ancient art of Quickening, taught to you by the bones of old, forgotten hunters. Once per short rest, you may teleport up to 10 ft on your turn. This movement does not count against your speed. You can pass through objects or creatures. At 15th level, you may expend 1d10 HP to regain use of this ability as a bonus action.

Crow's Clarity

At level 7, you have further strengthened your mind against the madness and bloodlust of the world. Once per long rest, you can enter **Crow's Clarity** for one minute as a bonus action. Under Crow's Clarity:

- You are immune to being charmed or frightened.
- You have advantage on wisdom saving throws
- You may reroll one failed Insight check

Marked for Death

At level 7, you enhance your ability to conquer your targets. While a creature is under your Crow's Sight mark, your weapons deal +1d6 damage to them. If the target is hidden, you know the direction to them (but not exact distance or location).

Executioner's Mercy

At level 10, you can attempt to give your enemies mercy through a quicker death. Twice per encounter, when you hit a creature below half its maximum HP with a weapon attack, you may choose to deal maximum weapon damage instead of rolling. (This does not apply to bonus dice.)

Parting Strike

At level 10, you become dangerous and difficult to pin down in a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. You may make a melee weapon attack against them as part of the same reaction. If the attack hits, the creature's next attack against you before your next turn has disadvantage.

Crow's Clarity Upgrade

At level 15, you can enter Crow's Clarity once per short rest.

Flechette Feather

At level 15, you move like wind and shadow, and have learned the perfect time to strike at the weak points of your prey.

- While in dim light or darkness, you gain +2 AC and advantage on Stealth checks.
- Enemies provoke opportunity attacks from you even if they use Disengage
- Once per turn, when you score a critical hit, you may immediately make one additional attack against the same creature.

Feathered Reaper

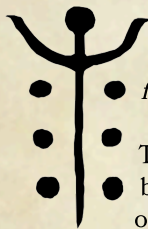
At level 18, you have mastered your clarity of mind. You may now use **Crow's Clarity** twice per short rest, and gain resistance to psychic damage.

Crowfeather Flurry

At level 18, you can now push yourself past your normal limits to destroy a creature. Once per long rest, you may make four weapon attacks as a single action. You may travel up to 10 ft between each attack. Bonus damage from other abilities or effects applies to these attacks.



IMPURITY



"The filth must be purged. Not just the beasts, but the vermin that reside in the streets, and the rot in men's hearts. Alone we falter. Together, we burn it away."

To bear the rune of Impurity is to join a sacred brotherhood - the **League of Confederates**, an order of Hunters who believe the Scourge cannot be ended by solitude or secrecy. To them, beasts are only a surface symptom of a deeper rot - a corruption festering in the souls of all around them.

For generations, League Hunters have banded together to root out that filth wherever it hides: in blood, in beast, or in man. They see no glory or absolution, but unity in purpose. Each vermin crushed, each beast slain, is one more step toward a cleaner world.

CONFEDERATES OF THE LEAGUE

At level 3, you gain proficiency in Intimidation or Persuasion (your choice).

LEAGUE DICE

As a bonus action, you can inspire an ally within 60 feet, granting them a **League Die** (d6). They may add it to one attack roll, ability check, or saving throw within 10 minutes. You can grant one die to a creature at a time.

You have a number of league dice equal to your Charisma modifier + 1 (minimum 2). League dice are upgraded to d8 at 10th level, d10 at 15th, and d12 at 18th.

PACK BOND

At level 7, you are granted courage from fighting with your allies. While within 10 ft of one or more allies you have advantage on saving throws against being frightened or charmed. Once per long rest, you can convert a failed death saving throw into a success.

MARK OF UNITY

At level 7, you are able to encourage your fellow Hunters to arms. Use a bonus action to mark an ally within 30 ft for one minute (or until re-marked). While marked with unity, their weapon hits deal extra damage equal to your Charisma modifier, and if you and the marked ally are within 5 ft of the same enemy, you both gain +1 AC. You can mark allies a number of times equal to your Charisma modifier per long rest.

THE BLESSINGS OF VALTR

At level 10, Valtr, Master of the League, has blessed you and those around you in recognition of your fight.

AURA OF THE LEAGUE

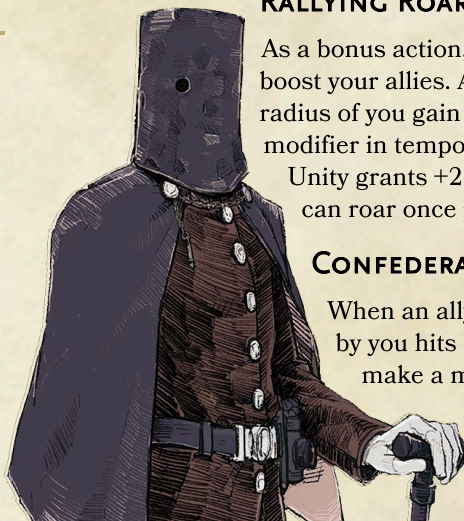
While conscious, allies within 10 ft of you have advantage on all saving throws.

RALLYING ROAR

As a bonus action, yell a rallying cry to boost your allies. Allies within a 20 ft radius of you gain 1d8 + your Charisma modifier in temporary HP, and Mark of Unity grants +2 AC if in effect. You can roar once per long rest.

CONFEDERATE'S BLOW

When an ally marked with unity by you hits a target, you can make a melee weapon attack against the same target as a reaction, if in range.



JUDGEMENT OF THE LEAGUE

At level 15, you and your compatriots have overcome many battles. You have earned the ability to use your valor to inspire others to fight through even the hardest battles.

- Allies within 10 ft of you can reroll 1s on saving throws (once per turn)
- Enemies that hit an ally marked by unity provoke opportunity attacks from you if in range.
- Once per long rest, when an ally within 10 ft drops to 0 HP, you may use Rallying Roar immediately, even if already expended.

BEAST EATER

At level 15, your reputation among your enemies has increased and can strike fear in your enemies. Once per long rest, you may force a creature within 30 ft of you to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma Modifier). On a fail, the creature is frightened of you for 1 minute. When frightened, if they are within 20 ft of you, they must use their action to Dash away or attempt to escape if they are bound. When damaged, the creature will no longer need to try and escape you, but they can remain frightened of you.

MASTERS OF THE IRON HELM

At level 18, your name has become widely known among the league and those you aid. Such admiration can strike fear into the hearts of your opponents. Once per long rest, you may use this fear to your advantage with one of the following:

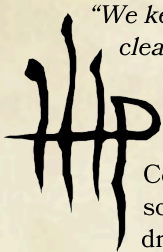
CRUSH THE VERMIN

Use an action to make all enemies within a 30 ft radius of you make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma Modifier). On a fail, they take 6d6 psychic and 6d6 necrotic damage and cannot be healed until the start of their next turn. On a success, they take half damage.

BEAST DEVOURER

Use an action to activate Beast Devourer. For one minute, all enemies who start their turn within 30 ft of you take 1d8 psychic damage and you have advantage on saving throws against effects or attacks from enemies within this range. Enemies already under the effects of Beast eater will take 1d12 psychic damage instead of 1d8.

MILKWEED



"We kept looking up and up and up, until it became clear. The cosmos was not above us. It was within us all along."

The Milkweed oath is among the strangest Covenants, and most revered among arcane scholars. It is said that individuals who feel drawn to this covenant have heard the sticky, inhumane whispers of the cosmos that beckon them forward. They are haunted by strange visions, plagued by truths they cannot unsee - and when you look into their eyes, something looks back.

Milkweed hunters are not like other hunters. They do not hunt for a greater purpose, but to go where the resonance calls them. They are scholars, seekers, mediums - and perhaps sacrifices. Even those who survive long enough to master this power may pay a toll in sanity, vitality, or selfhood.

EYES ON THE INSIDE

At level 3, you begin to foster a connection with the whispers that beckon your mind from the stars. You gain access to the memory of the **Arcane Arsenal**. You can now call forth Cosmic Echoes, and learn 2 Lumen Sparks of your choice. Once per long rest, you may choose to roll for the Eldritch Backlash table. If you do, your first Cosmic Echo use that day does not require a slot. However, you must accept at least one of the rolled effects until your next long rest.

ELDRITCH BACKLASH

Communing with the cosmos has its risks; some forces are not meant for mortal minds. Amplifying cosmic echoes or casting recklessly can invite unpredictable, often dangerous side effects. When told to do so, a Milkweed Hunter will be required to roll a d20 to determine an Eldritch Backlash effect.

WHISPER-TOUCHED

The sticky whispers in your mind become clearer each moon. At level 7:

- you gain advantage on Intelligence (Arcana) checks made to identify spells, artifacts, or creatures of aberrant origin.

- When you cast a Cosmic Echo of 1st or 2nd level, you can choose to reduce its Echo Slot cost by 1. If you do, immediately roll for Eldritch Backlash.

STELLAR CHORUS

You are becoming more in tune with the chorus heard singing to the moon in your dreams. At level 10:

- You emit an aura of cosmic harmony. When you use a Cosmic Echo or Lumen Spark that restores hit points or grants temporary hit points, all friendly creatures within 10 ft of you gain temporary hit points equal to your Intelligence modifier (min 1).
- Once per long rest, if you fail a saving throw against madness, charm, or fear, you may reroll the saving throw with advantage.
- Your Lumen Sparks now deal +1 bonus damage if they deal force, necrotic, or psychic damage.

FRACTAL MIND

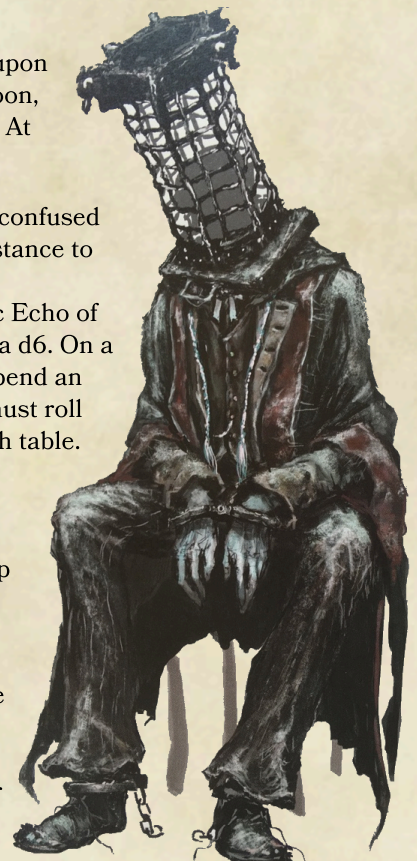
Your continued reflection upon the cosmos grants you a boon, some risk, and a little luck. At level 15:

- You are immune to the confused condition and gain resistance to psychic damage.
- When you call a Cosmic Echo of 3rd level or higher, roll a d6. On a 6, the echo does not expend an echo slot. On a 1, you must roll on the Eldritch Backlash table.
- With a successful Intelligence (Arcana) check (DC: 15), you are able to understand Deep Speech.

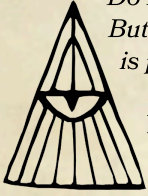
KIN OF THE COSMOS

As you fully understand the cosmic truth, your being begins to reflect this knowledge and your power is kin to what creates the cosmos. At level 18:

- Your eyes glow faintly with inner starlight. You gain true sight (30 ft) and permanent telepathy (30 ft).
- When you use a Cosmic Echo that forces a saving throw, you can impose disadvantage once per short rest.
- You can cast A Call Beyond without expending an Echo Slot once per long rest.



RADIANCE



"Do not ask for mercy. Ask for the strength to endure. But beware: the line between sacrifice and zealotry is perilously thin."

Bolstered by righteous fury and a particular penchant for martyrdom, Martyr Logarius founded the Executioner's Militia and led his people on a fervent and holy quest to eradicate wickedness and aid the suffering within the cursed city of Yharnam. Through these trials, the blinding Radiance rune was discovered. To partake in the rune is not to bind yourself to the militia, but to devote yourself to a cause with a fervor unparalleled.

Hunters of Radiance have a faith unparalleled, and believe in some possible divine purpose. Their inner light does not burn to illuminate - it burns to cleanse.

EMBER OF RADIANCE

Your faith will not leave you unprepared. At level 3, you gain proficiency in heavy armor, and Religion or Insight (your choice).

RADIANT BRAND

When you hit a creature with a weapon attack, you may brand them with Radiance as a bonus action. Until the start of your next turn, the next creature that hits the branded creature deals +1d6 radiant damage. You use this feature a number of times equal to your wisdom modifier per long rest. You may only brand one creature at a time.

BURN THE SICKNESS

At level 7, your radiant light shines for all to see, granting you tools in your fight.

RADIANT SMITE

When you hit with a weapon attack, you may expend a use of Radiant Brand to deal 2d8 radiant damage. Increases to 3d8 at 15th level.

ZEALOUS LIGHT

With the blessing of martyrs before you, you shed bright light in a 10 ft radius, and dim light in an additional 10 ft. You may suppress or reactivate this light as a bonus action.

PURGE THE WICKED

At level 10, your fervor for your cause has gifted you with ways to purge the wicked.

EXECUTIONER'S WHEEL

Once per long rest you can emit your inner fire onto your enemies. For one turn you emit a 10 ft aura of righteous fury. Any hostile creature that starts or ends its turn in the aura takes 1d8 necrotic damage. At 15th level, this aura may be sustained for 1 minute with concentration.

EXECUTIONERS GLOVES

Twice per long rest, as a bonus action, send spirits of fallen martyrs to a target within 30 ft. The target must make a Dexterity saving throw (DC = 8 + proficiency bonus + wisdom modifier). On a fail, they take 3d4 force damage and half on a success. At 18th level, damage increases to 3d8.



LIGHT UNYIELDING

At level 15, your focus and unending nerve for your mission has granted you the ability to outlast.

AURA OF RADIANCE

While conscious, allies in your bright light from Zealous Light regain 1d4 HP at the start of their turns if below half HP.

ZEALOT'S ENDURANCE

You gain necrotic resistance and cannot be forcibly moved while conscious unless you choose.

EMPOWERED RADIANT BRAND

When activating Radiant Brand, you may target two creatures at once (the one you hit, and another within your eyesight). This only uses one use of Radiant Brand.

CROWN OF THE MARTYR

At level 18, your dedication to your cause and sacred devotion has gifted you with the ability to martyr yourself for your cause.

FINAL LIGHT

When reduced to 0 HP, drop to 1 HP instead and unleash radiant vengeance. Every enemy within 10 ft of you must make a Constitution saving throw (DC = 8 + proficiency bonus + wisdom modifier) or take 4d10 radiant damage, or half on a save. Usable once per long rest.

MARTYRDOM

Once per long rest, summon the spirit of Martyr Logarius as an action. A spectral scythe will appear over you, all creatures within 30 ft of you must make a Dexterity saving throw (8 + proficiency bonus + wisdom modifier). On a fail, they take 3d10 radiant + 3d10 necrotic damage, or half on a successful save. You may choose to expend HP equal to or greater than your hunter level during use. Add the HP to either the radiant or necrotic damage (your choice). You cannot spend more than 3 times your hunter level.



ARCANE ARSENAL

LUMEN SPARKS & COSMIC ECHOES

Level	Lumen Sparks	Echoes Known	1st	— Echo Slots Per Spell Level —				
				2nd	3rd	4th	5th	
3rd	2	2	2	-	-	-	-	
4th	2	3	2	-	-	-	-	
5th	2	4	3	-	-	-	-	
6th	2	5	3	1	-	-	-	
7th	3	6	3	2	-	-	-	
8th	3	7	3	2	-	-	-	
9th	3	8	3	2	1	-	-	
10th	4	8	4	2	2	-	-	
11th	4	9	4	2	2	1	-	
12th	4	9	4	2	2	1	-	
13th	4	10	4	3	2	1	-	
14th	4	10	4	3	2	2	1	
15th	5	11	4	3	2	2	1	
16th	5	12	4	3	2	2	1	
17th	5	12	4	3	3	2	1	
18th	6	13	4	3	3	2	2	
19th	6	13	4	3	3	2	2	
20th	6	14	4	3	3	2	2	

COSMIC REVELATIONS

TO CALL THEM “MAGIC” IS TO MISUNDERSTAND THEIR nature. They are not conjurations of the will, but refractions of a deeper reality, brief manifestations of the stars’ memory...**echoes** of a deeper truth, drawn like blood from a wound in the sky.

— Emil, Junor Choirist

Cosmic Echoes are glimpses of something vast and incomprehensible: the cry of a dead god, the sigh of a drifting nebula, the imprint of a thought older than time. Piercing through the veil, these revelations bring great and terrible power to the waking world.

Hunters aligned with specific Arcane abilities may learn to channel these manifestations. But doing so does not make them mages. It makes them conduits - vessels for a truth that was never meant to be heard. Echoes can burn, protect, deceive, or heal, but all carry a price. Every cast is a ripple, every whisper a wound.

As an individuals communion with the deep Cosmos continues, their ability to call forth and share these echoes of the universe will increase, however they are limited in the number they can recall at any given time. The cosmos is vast, and minds in the waking world are unable to truly recall everything at once. A Hunter gifted with the Arcane Arsenal can meditate during any long

rest to listen to the whispers of the cosmos and bring back a changed memory.

UNIVERSAL EPIPHANIES

Lumen Sparks are faint glimmers of the unknowable - flickers of an understanding of the greater cosmos. These revelations permanently etch themselves into the mind.

As hunters with access to the Arcane Arsenal grow stronger they will find more Lumen Sparks. These small insights into the vast are permanent.

ECHOES & SPARKS

Unless otherwise stated in this guide or during gameplay, Cosmic Echoes and Lumen Sparks should be treated as Spells & Cantrips respectively. (e.g. When a description says ‘make a ranged echo attack’, you can read it as ‘make a ranged spell attack’.)

At Level 3, a Milkweed hunter is able to begin learning Lumen Sparks and preparing available Cosmic Echoes based on the table above. A Milkweed hunters ability modifier for Cosmic Echoes is Intelligence. What Cosmic Echoes are known (prepared) can be adjusted during a long rest, but Lumen Spark choices are permanent.



LUMEN SPARKS

COSMIC SUTURE

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You weave unseen threads of the cosmos through a wound. Touch a willing, conscious creature to restore 1d4 hit points. The target must spend a Hit Die (as if during a short rest) and regains the result + your intelligence modifier in HP. They do not regain the lost Hit Die until a long rest.

CORONA SURGE

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You send a violent pulse of solar energy at a target in range. Target must succeed on a Dexterity save or be blinded until the start of your next turn.

ECHO EYE

Casting Time: Bonus action
Range: Self
Components: V, S
Duration: 1 minute (concentration)

You open a shimmering “inner eye” in your mind for one minute. While active, you gain advantage on Insight or Perception checks involving hidden or invisible targets.

ECHOING REBUKE

Casting Time: Reaction
Range: 30 feet
Components: S
Duration: Instantaneous

Cosmic fury erupts when pain strikes you. When you take damage from a creature that is within 30 ft of you, deal 1d4 psychic damage to that creature.

ELDRITCH STATIC

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You will the static thoughts of the universe onto a target in range. Target must succeed on a Constitution saving throw or have disadvantage on their next attack roll.

LUMINOUS VEIL

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute (concentration)

A veil of near invisible, shimmering starlight surrounds you and protects you from limited damage. When you take damage, reduce it by your Intelligence modifier.

MENTAL CHIME

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You send a single silent chime that rings in the space between thoughts. Send a brief (under 5 words) telepathic message to a creature you can see within 60 ft.

MNEMONIC DUST

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Touch an object to reveal a strong impression of its most recent past (24 hours).

MOONFLARE

Casting Time: 1 action
Range: Self (15 ft radius)
Components: V, S
Duration: Instantaneous

A blast of moonlight erupts from you. All creatures within range must make a Constitution saving throw or take 1d6 radiant damage.

Scales at higher levels: 2d6 damage at 5th level, 3d6 at 11th, and 4d6 at 17th.

RESONANT TUNE

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute (concentration)

You hum a half-heard melody toward a willing creature. Once before the spark ends, the target gains advantage on their next ability check.

SPECTRAL GRASP

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

Your fingers pluck at empty air, and a spectral hand answers. Manipulate an unattended object within 30 ft (open, close, pull, pick up; up to 10 lbs).

STAR NEEDLE

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a sliver of condensed starlight at a target in a straight line. Make a ranged echo attack against the target. On a hit, the target takes 1d10 force damage.

The echo gains beams as you reach higher levels: 2 beams 5th level, 3 at 11th, and 4 at 17th. Roll a separate attack for each beam. You can target the same creature or different ones with each beam.

STARLIT DAZE

Casting Time: 1 action

Range: 30 feet, cone

Components: V, S

Duration: Instantaneous

A swirl of uncanny lights dances from your hands. All creatures in range must succeed on an Intelligence saving throw or have disadvantage on concentration and Wisdom checks until the start of your next turn.

STELLAR NOTES

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon motes of drifting cosmic light that orbit you or another creature or object for 1 minute. They shed dim light for 5 ft and may illuminate hidden text or glyphs.

Upgrades at level 10. Motes can now reveal hidden objects or creatures within 5 ft.

WHISPER PULSE

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your cosmic whispers invade the mind. Choose a target within 30 ft. It must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on their next attack roll.

COSMIC ECHOES

A CALL BEYOND

5th level

Casting Time: 1 actions (special, see below)

Range: Self (30 ft radius, excluding self)

Components: V, S

Duration: Instantaneous

You channel the primordial energy of the stars, becoming the focal point for a cataclysmic cascade of cosmic force. As you chant and focus, starlight bends and warps around you. Upon successful release, a brief black hole opens overhead, unleashing homing starbolts. All creatures within a 30 ft radius excluding yourself must make a Dexterity saving throw, taking 16d6 force damage on a failed throw, and half damage on a success.

Power Up. On your turn, use your bonus action to begin channeling. The cosmic energy swirls but does not yet explode. At the start of your next turn, unleash the energy as an action. While channeling energy, you cannot take any actions or bonus actions until the spell is released or you lose concentration. You may still use reactions provided you succeed on any required concentration checks.

Overcharge. You may continue channeling for up to two additional rounds (maximum three rounds total), if you maintain concentration. For each extra round you charge increase the total damage by 3d6 per round (max 22d6). At the moment of release, you must make a DC 16 Constitution saving throw, taking 3d6 force damage on a failure and no damage on success. Regardless of saving throw result, you must roll once on the **Eldritch Backlash Table**.

Concentration. If you lose concentration or are incapacitated before releasing you and all creatures within a 10 ft radius take 6d6 force damage and the spell ends.

ACCURSED BREW

2nd level

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous



You hurl a fist of curses at a point or creature. Make a ranged echo attack against a creature; on a hit, the target takes 1d6 necrotic damage. Then, the phial explodes in a 10 ft radius. Each creature in the radius must make a Dexterity saving throw, taking 2d6 necrotic damage on a failure, half on a success. **Higher Levels.** When you call this echo using an echo slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

ASTRAL SHELL

1st level

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

A shimmering shell of astral energy encases you. Your armor class becomes 13 + your Dexterity modifier if you aren't wearing armor. Ends if you don armor or dismiss it as a bonus action.

AUGUR OF EBRIETAS

1st level

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Spectral tentacles burst from a rift in front of you, lashing out. Make a melee echo attack; on a hit, the target takes 1d8 + your Intelligence modifier force damage and is pushed 5 ft away from you.

At Higher Levels. When you call this echo using an echo slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BLACKSKY EYE

1st level Echo

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Fire a beam of concentrated cosmic energy. Make a ranged spell attack; on a hit, the target takes 2d10 force damage.

Higher Levels. When you call this echo using an echo slot of 2nd level or higher, the damage increases by 1d10 per slot level above 1st.

CELESTIAL RESTORATION

5th level

Casting Time: 1 action

Range: Self (15 ft radius)

Components: V, S

Duration: Instantaneous

You call upon cosmic grace to cleanse affliction. Up to four willing creatures of your choice within 15 feet

(including yourself) may each choose to end one of the following effects on themselves:

- One level of exhaustion
- One effect reducing their ability scores
- One effect charming or petrifying them
- One curse (including attunement to a cursed item)
- One effect causing them to be paralyzed or poisoned
- One disease

This does not restore lost hit points. At your DM's discretion, particularly esoteric or supernatural afflictions may require specific story elements or rare material focus to cure.

CHOIR BELL

2nd level

Casting Time: 1 action

Range: 10 ft radius (centered on self)

Components: V, S

Duration: Instantaneous

You chime a strange, haunting bell. Its resonance shimmers through the air, knitting wounds with cosmic harmony. All allies within 10 ft regain 1d8 + your Intelligence modifier hit points.

Higher Levels. When you call this echo using an echo slot of 3rd or higher, you heal 1d8 more HP per spell level above 2nd.

CHORUS OF STARLIGHT

4th level

Casting Time: 1 action

Range: 30 ft radius centered on self

Components: V, S

Duration: 1 minute (concentration)

A pillar of cosmic light erupts from you, filling a 30 ft radius with celestial harmony. For the duration, friendly creatures in the area gain +2 to AC and saving throws, and are immune to being frightened or charmed. Hostile creatures that enter or start their turn in the area take 2d8 radiant damage.

CONSTELLATION STEP

2nd level

Casting Time: Bonus action

Range: 30 ft

Components: S

Duration: Instantaneous

You vanish in a swirl of starlight and reappear at a point you can see within 30 ft. If you end your movement in dim light or darkness, you become invisible until the start of your next turn.

Higher Levels. When you call this echo using an echo slot of 3rd or higher, you can teleport +10 ft per slot level above 3rd.

DREADROOT

3rd level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You force a creature to confront its deepest dread. One creature of your choice within range must make a Wisdom saving throw. On a failed save, the creature is paralyzed for the duration, but can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, the creature is restrained until the start of your next turn.

DREAMER'S BENEDICTION

2nd level

Casting Time: 1 action

Range: 30 ft (up to 3 creatures of your choice within range)

Components: V, S

Duration: Concentration, up to 1 minute

You bestow a fragment of cosmic favor. Each chosen creature may add 1d4 to any attack roll or saving throw it makes during the duration.

DREAMLASH

3rd level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You lash out with invisible psychic tendrils. Up to three creatures of your choice within range must make Intelligence saving throws. On a failed save, a target takes 3d6 psychic damage and can't take reactions until the end of its next turn. On a success, it takes half damage.

ECHOES OF RUIN

4th level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You unleash a surge of entropic energy at a point you choose. All creatures of your choice in a 20 ft radius must make a Constitution saving throw. On a failure, a creature takes 6d6 necrotic damage and cannot regain HP until the end of its next turn. On a success, it takes half damage and suffers no further effect.

EMPATHIC RESONANCE

1st level

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You open your mind to the echoes of a creature's intent. Target one creature within range; you instantly sense whether they are being deceptive, afraid, hostile, or friendly toward you.

EPHEMERAL VEIL

2nd level

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A shroud of ethereal energy surrounds you, granting resistance to nonmagical bludgeoning, piercing, and slashing damage for the duration.

ETHERIC TETHER

4th level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You launch a gleaming strand of cosmic force at a target in range. Make a ranged spell attack. On a hit, the target takes 5d8 force damage and is pulled up to 30 ft directly toward you, taking an additional 1d8 force damage if it collides with an object or creature.

EYE OF THE SPIRAL

4th level

Casting Time: 1 action

Range: 120 ft (5 ft wide line)

Components: V, S

Duration: Instantaneous

A spiraling beam of starlight tears through a 120 ft line, 5 ft wide. All creatures in the line must make a Dexterity saving throw. On a failure, a creature takes 6d10 force damage and is blinded until the end of its next turn. On a success, it takes half damage and is not blinded.

FLICKER BOMB

4th level

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You hurl a churning orb of starlight to a point within range, where it detonates in a burst of cosmic force. Each creature in a 20 ft radius of impact must make a Dexterity saving throw, taking 8d6 force damage on a failed save, or half as much on a success. Those who fail are also pushed 10 ft directly away from the blast.

GRAVITON MAW

4th level

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You open a swirling anomaly of cosmic density at a point you choose. All creatures in a 20 ft radius must make a Strength saving throw. On a failure, a creature is pulled to the center, knocked prone, and takes 4d8 force damage. On a success, it takes half damage and is not moved.

HYMN OF THE OUTER DARK

5th-level

Casting Time: 1 action

Range: 60 ft cone

Components: V, S

Duration: Instantaneous

You intone a forbidden melody, drawing upon the deepest darkness between the stars. Each creature in a 60-foot cone must make a Wisdom saving throw. On a failed save, a creature takes 8d8 psychic damage and is frightened of you until the end of its next turn. On a successful save a creature takes half as much damage and is not frightened. Any creature reduced to 0 HP by this echo leaves behind a shadowy afterimage or haunting vision for 1 minute.

LUMENWOOD JAUNT

2nd level

Casting Time: Bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You momentarily unmoor your body from the waking world, becoming incorporeal. Move up to 10 ft in any direction, passing through creatures or solid objects without hindrance. If you end this movement inside an object, you take 2d6 force damage and are shunted to the nearest unoccupied space.

MAW OF THE DREAMING DEEP

5th level

Casting Time 1 action

Range: 60 ft (20 ft radius area)

Components: V, S

Duration: Instantaneous

You open a gaping void in reality at a point you choose within range. The void roils with nightmarish shapes and impossible eyes. All creatures in a 20-foot radius must make a Strength saving throw. On a failed save, a creature takes 10d6 necrotic damage, is pulled 15 feet toward the center, and is knocked prone. On a

successful save a creature takes half damage and is not pulled or knocked prone.

MERGO'S PLAYMATE

4th level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: 1 hour (concentration)

You open a crack in the world, calling forth a luminous astral creature stitched from the memories of the Dreamlands - a gentle guardian or nightmarish hound, as you choose. The playmate takes the form you desire (star-eyed wolf, eerie mimic of a loved one, floating cosmic beast, etc.) and radiates a faint silvery glow for 5 ft.

While summoned, the Playmate is friendly to you and your companions, obeys your spoken commands, and acts immediately after your turn in combat. If you do not command it, it takes the **Defend** action.

MERGO'S PLAYMATE

Medium Friend

Armor Class 20 (chain mail, shield)

Hit Points 45 (6d10 + 12)

Speed 40 ft (walk or hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+4)	10 (+0)	12 (+1)	16 (+3)

Condition Immunities Charmed, Frightened

Senses darkvision 60 ft., passive Perception 13

Damage Resistances Force, Psychic

Cosmic Comfort Allies within 10 ft gain advantage on Charisma (Persuasion), Wisdom (Insight), and Intelligence (Investigation) checks. Additionally, an ally may choose to reroll one failed social or knowledge check once per long rest while currently benefitting from the Playmate's comfort.

ACTIONS

Astral Claw (Attack) *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3)

Eldritch Ward (Defend) You or an ally within 10 ft gains +2 AC and resistance to all damage from the next attack until the Playmate's next turn.

Watchful Eye (Watch) The Playmate keeps watch; you and allies within 60 ft have advantage on Perception and Insight checks.

MESSENGER'S GIFT

1st level Echo

Casting Time 1 action

Range: Self

Components: S

Duration: 10 minutes

Your appearance takes the form of a harmless group of friendly **Messengers**. You cannot move, attack, or cast, but remain aware of your surroundings. Ends early if you take damage or dismiss it as a bonus action.

MINDSPIKE MURMURS

1st level Echo

Casting Time 1 action

Range: 60 feet (10 ft radius at a point you choose)

Components: V, S

Duration: Instantaneous

Disorienting whispers sap clarity from your foes. Each creature within range of your target area must succeed on a Wisdom saving throw or have disadvantage on their next ability check or saving throw before the end of their next turn.

NEBULA BURST

1st level Echo

Casting Time 1 action

Range: Self (10 foot radius)

Components: V, S

Duration: Instantaneous

Release a pulse of hazy starlight. All creatures within 10 ft of you are lightly obscured until the start of your next turn, and must make a Dexterity saving throw or take 1d6 force damage.

Higher Levels. When you call this echo using an echo slot of 2nd level or higher, the damage increases by 1d6 per slot level above 1st.

NIGHTMARE REMNANT

4th level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: 1 minute (concentration)

You conjure a mass of Dreamland shadows at a point within range. For the duration, the area in a 15 ft cube is writhing with spectral nightmares. Any creature that starts its turn in the area must make a Wisdom saving throw. On a failure, it takes 4d6 psychic damage and is frightened until the start of its next turn. On a success, it takes half damage and is not frightened.

PHANTASM SHELL

1st level Echo

Casting Time 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

Imbue a weapon or object with astral force. The target becomes magical and deals +1d6 force damage on a hit. Emits a dim blue light in a 10 ft radius.

Higher Levels. When you call this echo using an echo slot of 2nd level or higher, the damage increases by 1d6

per slot level above 1st.

SABLE RAY

2nd level

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

A ray of darkness and stars shoots from your hand. Make a ranged echo attack. On a hit, the target takes 3d6 necrotic damage. If the target is concentrating on a spell or effect, it has disadvantage on its next concentration check.

Higher Levels. When you call this echo using an echo slot of 3rd or higher, the damage increases by 1d6 per slot level above 2nd.

SEEKER BOLT

3rd level

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You fire three darts of cosmic force at targets within range. Each dart hits a creature you can see and deals 1d10 + your Intelligence modifier force damage. You can direct the darts at one or several creatures. For each slot level above 3rd, fire an additional dart.

Higher Level.* When calling this echo at 4th level or higher, you gain an additional dart per slot level above 3rd.



STARBORN ILLUSION

3rd level

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Up to 10 minutes (concentration)

You create a convincing visual and auditory illusion in a 20 ft cube within range. The illusion moves and sounds as you wish, and can be used for misdirection, cover, or social manipulation.

STARLIT REVERSAL

3rd level

Casting Time: Reaction (when you see a creature cast an echo within 60 ft of you)

Range: 60 ft

Components: V, S

Duration: Instantaneous

You unravel the threads of an echo or spell as it's cast. If the spell is 3rd level or lower, it fails. If it is 4th level or higher, make an Intelligence check (DC 10 + echo level). On a success, the spell fails.

STARVAULT

5th level

Casting Time: 1 action

Range: Self (10 ft radius)

Components: V, S

Duration: 1 minute

A swirling bubble of astral energy forms around you and up to five willing creatures of your choice within 15 feet. While inside the Starvault, you are heavily obscured from creatures outside, immune to psychic damage, and have resistance to all other damage except force and radiant. The vault absorbs up to 100 points of damage before collapsing. The effect ends early if the vault is destroyed. The Starvault cannot be dismissed.

VEILPIERCER

3rd level

Casting Time: Bonus action

Range: Self

Components: V, S

Duration: 1 minute (concentration)

Your vision transcends the boundaries of reality. You gain truesight to a range of 30 ft and have advantage on Intelligence (Arcana) and Wisdom (Perception) checks for the duration.

VOID BITE

3rd level

Casting Time: 1 action

Range: Melee

Components: V, S

Duration: Instantaneous

You summon a phantom beast of starlight that lunges at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 necrotic damage and you regain hit points equal to half the damage dealt. The target must make a Constitution saving throw or have disadvantage on its next saving throw before the end of its next turn.

Higher Levels. When you call this echo using an echo slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

WANING PULSE

2nd level

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You sap the vitality of a creature you can see. The target must make a constitution saving throw. On a failed save, it takes 2d6 psychic damage and cannot take reactions until the start of its next turn.

Higher Levels. When you call this echo using an echo slot of 3rd level or higher, damage increases by 1d6 per slot level above 2nd.

WHISPERS OF THE PALE SKY

5th level

Casting Time: 1 action

Range: Self (30 ft radius)

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the boundary between the Dream and the Waking World, causing reality to warp and shimmer. For the duration:

- All terrain within 30 ft becomes lightly obscured, as if shrouded in mist and drifting moonlight.
- Allies in the area make saving throws against fear, charm, and madness with advantage.
- Enemies in the area make attack rolls and Wisdom checks with disadvantage, as the air fills with haunting echoes and cosmic whispers.

When the effect ends, you and up to three allies in the radius may each ask the DM one cryptic question, receiving a vision, riddle, or omen as an answer.